KHALIL KEFI

SOFTWARE ENGINEER, UNITY DEVELOPER

I am ambitious and driven. I thrive on challenge and constantly set goals for myself, therefore I have something to strive toward. I'm not comfortable with settling, and I'm always looking for an opportunity to do better and achieve greatness.

✉ kefikhalil@gmail.com

📍 Bardo,Tunis, Tunisia

in linkedin.com/in/khalil-kefi

📱 +21698786260

📅 11 April, 1995

 github.com/Kefikhalil

EDUCATION

Software Engineer, Foundations of Computer Science and Augmented Reality & Virtual Reality.
Holberton School - Diploma
2020 - 2022   *lac, Tunis*
Project-based learning
- Cutting edge curriculum set by leaders in the industry.

PRJECTS

Yeoui
Holberton School
https://kefikhalil.github.io/Portfolio-Landing-Page/
Description
- 3D game made on Unity Engine scripted with C#

Escape Room
Holberton School
https://github.com/Kefikhalil/0x0B-unity-vr_room
Description
- VR game made using Unity Engine.

Saber Beat
Holberton School
https://github.com/Kefikhalil/ar-vr-portfolio-project
Description
- A clone of the famous VR game Saber beat.

Galaga Clone
Holberton School
https://github.com/Kefikhalil/holbertonschool-unity/tree/master/2D-clone
Description
- A 2D Clone from the Galaga game.

SKILLS

XHTML   C#   CSS   Javascript   C   Linux
OS X   Unity 3D / 2D   Unity AR   Unity VR

STRENGTHS

Unity 3D / 2D
- years experience with Unity 3D/2D Content Development. Strong 3D math skills. Strong C# object-oriented programming and scripting language skills. Experience working with game assets (meshes, animations, materials etc) Experience profiling and optimizing game and render performance (GPU and CPU)

Unity AR
- Unity AR Content Development. Strong C# object-oriented programming and scripting language skills. Experience working with game assets (meshes, animations, materials etc) Experience profiling and optimizing apps and render performance (GPU and CPU)

Unity VR
- Unity 360 Content Development. Strong C# object-oriented programming and scripting language skills. Experience working with game assets (meshes, animations, materials etc) Experience profiling and optimizing games and render performance (GPU and CPU)

LANGUES

Anglais
C1

français
B2

Arabe
langue maternelle

INTERESTS

Gaming   Kayak   Spear Diving